

Dave Mansfield  
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Home: 310.322.1844

Digital Artist  
Cell: 310.227.7657

### Professional Experience

Prescient Thought Productions PO Box 352, El Segundo, CA 90245 310.322.1844  
Freelance Artist/Animator June 2006 - Present

- 3D modeling / animation and 2D compositing of special effect sequences for television and web broadcast productions (Directive 1052, Creature of Habit, Mortal Skin, Autumn Music)
- 3D modeling and animation for multi-media CD/DVD-ROMS (Southern California Edison)
- Motion graphics and show titles (Hip Hop Gaming League, Plan Sea TV, Celebrate the Sea)
- Corporate logo design & animation (L.A. Blues, Jetstrip, Magica)
- Web page design, programming and online marketing (Bid Network Online)
- Product package design
- Storyboarding (Burning Sands, Autumn Music)

E.P. Industries 2305 Utah Ave, El Segundo CA 90245 310.643.8515  
Lead Artist/ Animator December 2002 – June 2006

- 3D modeling/animation pre-production of functioning vehicles for Universal Pictures (2Fast 2Furious, xXx, Taxi), DARPA (Unmanned Vehicle Project) and Pixar (Cars)
- 3D design/animation of inventions created by company (10 patents awarded) including a 14 foot long submarine that swims like a Great White Shark (CBS' Mind of a Demon).
- 3D modeling / animation for television commercials and corporate video (Comp Cams, Eastwood)
- Non-linear editing, music and visual effects for the 13-part "Eddie Paul How to: Series"
- Script writing & research (Eddie Paul How to: Series)
- Graphic design and layout of full and half page magazine advertising, books and book covers
- Web page design, programming and online marketing

Hypernova Games, LLC 1602 S. Parker Rd. #109 Aurora, CO 80231 303.288.2290  
Lead Artist / Junior Art Director September 2001 – July 2002

- 3D modeling / animation of low-polygon characters (Quake 3 engine)
- 3D modeling / texturing of art assets for Massive Multiplayer Online Role Playing Game
- 3D animation and editing of in-game cut sequences
- Make decisions about game design and art in Art Director's absence
- Establish workflow pipelines for each art department
- Act an interface between the writers, artists and programmers
- Manage and delegate responsibility to 13 part-time student interns
- Documentation
- Time cards

DATA, INC. 1777 S. Bellaire St. Suite Ground 0 Denver, CO 80222 303.708.9708  
3D Artist / Multi-media Developer February 2000 – August 2001

- 3D modeling and animation of human anatomy, medical procedures and veterinary procedures
- 3D animation of background characters and wildlife then final 2D compositing onto video
- Director 7.0 programming & interface design for multi-media CD-ROMs
- Experience with web audio and video compression formats
- CD label and package design for client demos
- Storyboarding

Coyote Mining and Environmental Instruments Los Alamos, NM, 87544 505.662.2115  
Programmer / Graphic Artist October 1997 – February 2000

- Interface design and programming

For a complete online portfolio, please visit me online  
<http://www.prescient-thought.com/>

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**XL Communication**                      17101 E. Ohio Drive, Aurora, CO 80017  
Test Engineering Technician / Quality Assurance      March 1994 – October 1997

- Design & fabrication of test equipment compatible with Mac based custom test systems and PC based Fluke MDA systems for telecommunications manufacturing plant whose products include bank channel cards, common equipment and T1/E1 repeaters. All test systems include comprehensive data collection and failure analysis.
- Development of ISO 9001 quality procedures for calibrations and preventive maintenance of custom and stock equipment
- Successful achievement in obtaining and maintaining ISO 9001 certification in daily operations
- Using AutoCAD packages for development of circuit schematics and hardware
- Construction and routing hardware upgrades for T1 Automated Test Systems

**Electronics Innovation Corporation**                      333 S. Wadsworth Blvd, Lakewood, CO 80227  
Electronics Technician                      September 1992 – March 1994

- Construction and component level trouble shooting of electronic cameras for the visually impaired
- Computer troubleshooting and repair (PC)

**New Mexico State University**                      NMSU Music Dept, Las Cruces, NM 88003  
Instructor / Audio Studio Technician                      January 1992 – May 1992

- Created course syllabus and instructed two levels of Audio Recording and Engineering classes
- Repair and maintain custom audio recording lab for University
- Recorded and supervised recording of student projects, bands and radio media

**Los Alamos National Laboratory**                      LANL Life Sciences Division, Los Alamos, NM 87544  
Mechanical Technician / Programmer                      June 1991 – August 1991

- Interfaced IBM-PC compatible hardware to a custom x-ray diffractometer using the FORTAN 77 programming language to allow existing C++, FORTRAN 77 and Cobol programs to talk to the device and one another for the Human Genome Project.

## Education

Art Institute of Colorado (Associates & BA in Computer Animation)                      July 1997 - March 2001  
New Mexico State University (Electrical Engineering / Computer Science)                      August 1988 – May 1992  
Los Alamos High School                      August 1984 – June 1988

## Additional Skills / Keywords

- Software  
3DS Max, Maya, Mental Ray, Lightwave, Cinema 4D, Messiah Studio, Adobe CS4 (Photoshop, Illustrator, Flash, After Effects, etc.), Z-Brush, Rhino, Combustion, Houdini, Vue xStream, Final Cut Pro, Cubase, Cakewalk, Pro Tools, Sound Forge, Media Cleaner Pro
- Programming  
HTML, CSS, Java, Action Script 1-3, Lingo, Power Basic, Visual Basic, FORTRAN 77
- Team Skills  
Performed interviews, managed as many as 13 people in goal-oriented projects, time cards, resource management, authored ISO9001 documentation.

## References available upon request

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